action53

...is a series which showcases some of the innovative efforts of modern NES game developers, including entries programmed for the **NesDev NES Coding Competition** and more.

As of 2017, there have been three volumes in the **Action 53** series:

- **Streemerz Bundle: Action 53 Function 16 Volume One** (2013)
- **Double Action 53 Volume 2** (2015)
- **Action 53 Vol. 3: Revenge of the Twins** (2017)

All **Action 53** profits are applied to community-approved projects.

Purchase or Download:
www.infiniteneslives.com/products
Learn More:
http://nesdevcompo.nintendoage.com

Brad Bateman
aka **NESHomebrew**

...creates games under the name **Strange Brew Games**. He has helped develop the **NESDev Compo** from a random idea in a forum thread to an increasingly successful competition.

As more of an administrating role, he maintains the website and helps to organize the submissions and judging. His major contributions to the homebrew community include graphic work on **8-bit Xmas 2011** (for **retroUSB**) and **Larry** (for **KHAN Games**), as well as beta testing on ten or more cartridge releases.

Contact:
NESHomebrew@gmail.com
NA, NesDev, Twitter:
NESHomebrew

Chris Cacciatore

...started procrastinating on making a game for the NES back in 2009 when he first found the **NesDev** forums.

He initially created both **Nebs** and **Debs** as part of a pixel art alphabet series for his daughter, but liked the pairing so much he chose to partner them with music tracks and sound effects from **Richard 'kulor' Armijo** for his **Action 53** submission.

Follow Chris on Twitter for continued development on **Nebs n' Debs**.

Twitter:
@cacciatc
Nebs 'n Debs' Musician:
@CommodoreKulor

Aleff Correa

...is someone who never managed to evolve his projects past the "I made my name appear on the screen" phase.

After countless failed attempts he decided he was going to finish a game for once, and the result was **Brick Breaker**, included on this compilation.

NesDev:
Punch

cppchriscpp

...is a relative newcomer to retro game development. His focus tends to be on shorter games for contests such as **Ludum Dare**.

Waddles the Duck was his first completed longer-term project for the NES. He also maintains a quirky NES networking library. You can follow his misadventures on Twitter.

Twitter:
@cppchriscpp
NesDev:
cppchriscpp

Doug Fraker

...has contributed two entries this year: **Flappy Jack** and **Rock Paper Scissors Lizard Sbock**. Besides programming, Doug writes music and is in a classic rock cover band.

He recently celebrated the completion of **Vigilante Ninja 2**, and is currently working on other NES titles.

Twitter:
@nesdoug2
Blog and NES Tutorial:
www.nesdoug.com

Sylvain Gadrat
aka **RogerBidon**

...began his NES development journey by finding his childhood game system gathering dust in a storeroom. As a first project, **Super Tilt Bro.** was too big to expect it to become anything more than simply a coding exercise. However, endless love for the NES brought it to life.

Super Tilt Bro., as present in **Action 53 Vol. 3**, is continuing to be improved and its progress can be tracked on Twitter or itch.io below.

Twitter:
@RogerBidon
itch.io:
sgadrat.itch.io

Antoine Gohin
aka **glutock**

...started coding for the NES in 2015, creating his first game, **Pair the Pets**. Later, he utilized the artwork of **surt** (Carl Ollson) to create **Twin Dragons** which would go on to win the **2016 NesDev Coding Competition**.

Deciding to expand the project to a full game, he asked two friends for help, creating **Broke Studio**. After a successful Kickstarter campaign, they're working hard on **Twin Dragons** again!

Contact & Website: contact@brokestudio.fr
Twitter: @pixels_kitchen
Twin Dragons' Art Source:
opengameart.org/users/surt

Infinite NES Lives

...started as a one man operation of a full time electrical and computer engineering student, **Infinite NES Lives** began providing custom retro game controller conversions for PC.

Some years later, this one-man show has expanded into a family business and is one of the biggest names in brand new NES boards, homebrew publishing, and cartridge innovation, including the continued publishing and distribution of **Action 53**.

Website:
infiniteneslives.com
Contact:
paul@infiniteneslives.com

Lauri Kasanen

Sinking Feeling is Lauri's first entry in the **Action 53** competitions. Having already made games on modern platforms, he moved to older consoles a few years ago and is now working with **Mega Cat Studios**. You can find him at **NesDev** under the ID listed below.

NesDev:
calima

Dustin Long
aka **dustmop**

...is a general hacker and game designer. He takes inspiration from the classics, both old and new, with an appreciation for subtle, layered mechanics. This year is his first entry in the nesdev compo: **Filthy Kitchen**, for which he developed and did the art. (Music for the game was made by **Luke Silas**.)

You can find more of dustmop's work, including his 8-bit demake **The Wit.nes** and competitive space shooter **Star Versus** at his website.

Website:
http://dustmop.io
Filthy Kitchen's Musician:
knifecity.bandcamp.com

M-Tee
Retro Graphics

...is an illustrator and designer who provided the **Action 53 Vol. 3** packaging design and has been active in the NES development scene since 2013. M-Tee has provided services including cover art, illustration, packaging and manual design, in-game graphics, and even game design for projects including:

- **Swords and Runes** (**SGP**, 2014)
- **The Cowlitz Gamers Adventure(s)** (**Cowlitz Gamers**, 2016 and 2017)
- **Isolation** (**KHAN Games**, In Progress)
- **Pyronaut** (w/ Optomon, On Hiatus)

Contact:
contact@mteegfx.com
Website:
www.mteegfx.com

Mike J. Moffitt

...has recently moved to making games for game consoles. Taking a break from a few larger projects, **Karate Kick** is a rewrite of an iOS game of the same name as a first experiment in 6502 assembly.

You can find games, music, and electronics projects at his website.

Website:
mikejmoffitt.com
NesDev:
mikejmoffitt

The Mojon Twins

...is a group of friends which formed circa 2006. They make games for old systems, with more than 60 releases for several platforms. After being approached to help round out **Action 53 Vol. 2**, they submitted the games **Sir Ababol** and **Sgt. Helmet: Training Day**.

Volume Three contains their coding competition entries **Cheril the Goddess**, **Lala the Magical** and **Wo Xiang Niao Niao** as well as **Zombie Calavera Prologue**.

Website:
mojontwins.com

Nin-kuuku

...is a multi-system project (NES/GB/NDS/AtariVCS/C64/PCE [audio]) that started sometime around 2006. **Jupiter Scope 2** is a result of this project made using **Flat Assembler** by **Tomasz Grysztar**, **NES Screen Tool** by **Shiru**, the **NESdev Wiki** and **Jovian** pictures from **NASA**.

Pubby

...hand crafted the artisinal programs **Ralph 4** and **Lunar Limit**. All of the music featured in both games is certified free-trade and imported from a Norwegian note-smith called **MovieMovies1**.

Editor's Note:
Check out Pubby's **Ludum Dare** page for an article on the technical feats behind **Lunar Limit**!
ldjam.com/users/pubby

NesDev:
pubby
Ralph 4 & Lunar Limit's Musician:
moviemovies1.bandcamp.com

Johnathan Roatch

...made a few things for Volume 3, including the **Button Logger** and **Musical Controller** toys.

He also designed the cartridge and box art for **Double Action 53 Volume 2**.

Contact:
jroatch@gmail.com
Website:
jroatch.xyz

Nathan Tolbert

...has developed a small handful of games for various systems, notably including **Anguna**, an adventure game on the Gameboy Advance, Nintendo DS, and Atari 2600.

He decided to make his first foray into NES development with **Spacey McRacey** for the 2016 NesDev competition. You can find his games at his website, **Bite the Chili**.

Website:
www.bitethechili.com

Damian Yerrick
aka **tepples**

...developed the **Action 53** menu software and created the spec for its memory controller. In addition, he developed several games and toys appearing on all three volumes so far, including **Concentration Room**, **Russian Roulette**, **Thwaite**, **Zap Ruder**, **RHDE: Furniture Fight**, and ports of **robotfindskitten** and Artemio Urbina's **240p Test Suite**.

He was also lead programmer for **Haunted: Halloween '85** and **The Curse of Possum Hollow**, published by **Retrotainment Games**.

Twitter:
@PinoBatch
Website:
pineight.com

zkip

.....began development on **The Paths of Bridewell** sometime around December 2016. It was made in a wing-it style with nothing other than the idea of it being a dungeon-type escape game planned prior to starting the first lines of code.

According to the internet, "bridewell" is another way to describe a prison or dungeon. This entry is zkip's first "full" game.

Can you help **Little Billy** escape **The Paths of Bridewell**?

NesDev:
zkip